**Body Builders Playtest Questionnaire**

1. **Were the Mechanics easy to understand? (Circle one)**  Yes/No

Comments:

Yes I understood the mechanics

1. **How does the attach/detach feel?**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  Absolute Garbage | 2 | 3 | 4 | 5  It’s Alright | 6 | 7 | 8 | 9 | 10  Pretty  Damn Good |

Comments:

Feels smooth and easy! When detaching you have to sometimes account for the room your body and legs will take up, which I liked.

1. **How well does the attach/detach work?**

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| 1  Absolute Garbage | 2 | 3 | 4 | 5  It’s Alright | 6 | 7 | 8 | 9 | 10  Pretty  Damn Good |

Comments:

1. **How does the Movement of the Player Character feel?**

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Comments:

I like the rolling head a lot! Sometimes the jump feels like its clipping the edge of the platform, but other than that the movement feels good. Particularly the spider-climb!

1. **How does the jumping feel?**

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Comments:

The force or speed of the jump feels good (maybe slightly powerful), I think maybe platform placement needs a little tweaking

1. **How does the camera movement feel?**

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| 1  Absolute Garbage | 2 | 3 | 4 | 5  It’s Alright | 6 | 7 | 8 | 9 | 10  Pretty  Damn Good |

Comments:

1. **Mark on the scale what you thought about the level of zoom**

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Comments:

The level of zoom is fine you can see obstacles around you, it’s not to close or too far.

1. **How well was the level laid out? Did you know what you had to do?**

The level was laid out well starting from head, to legs, then torso…it felt nice in its ‘flow’ of game information

1. **How would you rate your overall experience?**

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Comments:

I really had fun with the gameplay! Spider-climb was great! There was a good mix of timers, buttons & platforms which made it constantly engaging.

1. **Anything that you would improve?**

Something about the jump feels like maybe its too strong, I’m not sure.

1. **Animation/Art Feedback**

Animation: Pretty good,

Art: Pretty good so far, what story of the level, what is the character trying to do. Both worked, brown rusty version of silver.

1. **How was the Spider Climb Attachment?**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  Absolute Garbage | 2 | 3 | 4 | 5  It’s Alright | 6 | 7 | 8 | 9 | 10  Pretty  Damn Good |

Comments:

Liked how it griped to the wall, favourite level.